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Organiser

Filtrer par machine : Toutes

Type de vue : Détaillé

GameEx et GameEX Arcade Edition v18.31

Lundi 07/11/22 à 12:12 par Firebrand

Ces frontends multi-systèmes ont été mis à jour. Une seule nouveauté est à signaler:

- Télécharger GameEx v18.31 (.NET 6, 64-bit)
- Télécharger GameEx v18.31 (32-bit)
- Télécharger GameEx Arcade Edition v18.31 (.NET 6, 64-bit)
- Télécharger GameEx Arcade Edition v18.31 (32-bit)
- Site Officiel de GameEx

WinUAE v4.9.9 Beta 5

Lundi 07/11/22 à 12:08 par Firebrand

Une nouvelle beta de pour cet émulateur Amiga a été publiée. Voici la liste des nouveautés:

```
- If copper used last cycle in scanline and last cycle was even cycle (PAL 226) and it wanted next
  possible copper cycle and it was free: copper will allocate cycle 1 (Copper won't use it, neither can
  CPU or blitter. Cycle is allocated because it is 2 cycles from 226 but it is unusable because it isn't
  even cycle) and cycle 2 (copper uses this normally) of next scanline. This was implemented before
  4.9 but was lost when custom emulation cycle allocation rewrite was done.
- Reading from non-existing register always returned FFFF instead of data that previous cycle's
  possible DMA access transferred. (Equipose / Complex hang)
- Don't keep "interrupt active" flag set if IPL is >0 but CPU interrupt mask is higher or same as current
  interrupt level. Only check it if mask gets lowered. Prevents unnecessary status flag checks between
  each emulated instruction.
- Fill color palette entries with pseudo-random contents at power up. (Except COLOR0 to not get
  annoying color flash at startup. Which does randomly happen on real HW.)
- EHB mode OCS/ECS vs AGA differences emulated. OCS/ECS number of active plane does not affect
  EHB (only HAM, DPF or KILLEHB disables EHB). For example if plane count changes mid scanline
  from 6 to 5, EHB stays active and remaining data in plane 6's shifters still appear as EHB plane. But
  on AGA plane count change causes switch to normal color mode immediately, plane 6's remaining
  data selects color palette entries 32 to 63. (G.Rowdy / Desire)
- In some situations if same scan line enabled and disabled EHB, whole scan line was drawn without
  EHB. (G.Rowdy / Desire)
- Replaced C-library pseudo-random number generator with simple xorshift algorithm.
- Ultra extreme overscan mode screenshot was vertically clipped.
- Remove interlace artifacts option fixed. (b1)
- Added optional chipset interlace mode filter panel settings. If enabled and at least one entry is
  different than normal native mode filter panel, filter is selected when current native is interlaced and
  switched back to normal native filter when mode switches back to non-interlaced.
- Added semaphore locking to A2065 emulation, previously it was possible to free A2065 resources
  while some other thread (for example slirp) was currently accessing its on-board RAM.
- Fixed serial port MIDI emulation hang. (b1)
```

- Télécharger WinUAE v4.9.9 Beta 5 (32-bit)
- Télécharger WinUAE v4.9.9 Beta 5 (64-bit)
- Site Officiel de WinUAE

SameBoy v0.15.8

Lundi 07/11/22 à 11:54 par Firebrand

Cet excellent émulateur GameBoy/GameBoy Color a été mis à jour. Les améliorations sont les suivantes:

```
New/Improved Features
- The button mapped to B, on both the keyboard and controllers, can now be used to return from
  menus in the SDL frontend

Bug Fixes
- Fixed a bug that caused the new Cocoa debugger interface display glitched buttons on newer
  versions of macOS
```

- Télécharger SameBoy v0.15.8 (Windows)
- Télécharger SameBoy v0.15.8 (MacOS)
- Site Officiel de SameBoy

Fichiers additionnels pour MAME v0.249

Dimanche 06/11/22 à 13:31 par Firebrand

Les fichiers additionnels pour MAME d'AntoPISA ont été mis à jour pour MAME v0.249:

```
Category.ini v0.249:
- 2022/11/05: Aligned files to MAME 0.249.
- 2022/11/01: Thanks to Mr. Ric's reports, some errors related to Devices reported as machines have
  been fixed.

Catlist/Catver v0.249:
- 2022/11/05: Aligned files to MAME 0.249.

Languages.ini v0.249 (1.41):
- 2022/11/05 1.41: Added 0.249 sets.

Series.ini v0.249:
- Series NEW (1) Dynablaster.
- Series UPDATED (10): Arm Champs, beatmania, Bosconian, Club Kart, Gun Dealer, Pit Boss,
  Primal Rage, Street Fighter, Twin Cobra and X-Men.
- Items RENAMED (7): (bosco) to (bosco3), (bosco) to (bosco1), (boscop2) to (bosco1o), (ktiger) to
  (ktigera), (pitb:ossm) to (pitb:ossma), (pitb:ossma) to (pitb:ossmb) and (primrage) to (primragee).

Version.ini v0.249:
- 2022/11/05: Aligned to MAME 0.249.
```

- Télécharger Category.ini v0.249
- Télécharger Catlist/Catver v0.249
- Télécharger CHD-info v0.249
- Télécharger Languages.ini v0.249 (1.41)
- Télécharger Series.ini v0.249
- Télécharger Version.ini v0.249
- ProgettoSNAPS

DSP v0.21 WIP 4.1 (32-bit)

Dimanche 06/11/22 à 13:23 par Firebrand

Une nouvelle version de cet émulateur multi-systèmes a été publiée. Il n'y a principalement que des correctifs au menu:

```
Lazarus
- Fixed image preview error
- Fixed linux sort games
- Added check for SDL2 Mixer present, needed for linux and MacOS

General
- Fixed - Emulator stops with no reason (Thanks to Neville)
- Better console game files loading, better error handling
- Better tape files loading, better error handling
- Fixed remembering last open dir for all systems
- Better fullscreen mode (Press F6)
```

- Télécharger DSP v0.21 WIP 4.1 (32-bit)
- Site Officiel de DSP

A7800DS v4.2

Dimanche 06/11/22 à 13:10 par Firebrand

Cet émulateur Atari 7800 pour Nintendo DS a été mis à jour. Les améliorations sont les suivantes:

```
- Added support for bankswitched RAM (32K of RAM switched in 16K chunks). This makes the Ex
  version of 1942 playable.
- Added alternate way of handling bankswitched RAM the same way as the DragonFly cart or SN
  board: via writes to 0xFFFF.
- Fix graphical glitch for Ballblazer (just hiding it off screen).
- Numerous small updates to the internal cart database to ensure game run with the proper settings
  (mostly High Scores)
- New 8x density on the High Score Cart - transparent to the user but provides more slots so the HSC
  won't fill up.
- Flat 32K plus RAM cart type supported.
- Pokey @800 supported for upcoming homebrews.
```

- Télécharger A7800DS v4.2
- Site Officiel de A7800DS

GameEx et GameEx Arcade Edition v18.30

Jeudi 03/11/22 à 11:48 par Firebrand

Ces frontends multi-systèmes ont été mis à jour, mais les changements ne sont pas connus. Edit: Les nouveautés ont été dévoilées avec un peu de retard:

```
- Adds Retrosarch emulator profiles for MAME 2013, 2013 Plus and 2010.
- MAME Listxml files can now be used as map files. Hyperlist, and MAME software lists were already
  supported.
```

- Télécharger GameEx v18.30 (.NET 6, 64-bit)
- Télécharger GameEx v18.30 (32-bit)
- Télécharger GameEx Arcade Edition v18.30 (.NET 6, 64-bit)
- Télécharger GameEx Arcade Edition v18.30 (32-bit)
- Site Officiel de GameEx

Simple64 v2022.11.1

Mercredi 02/11/22 à 14:26 par Firebrand

Cet solution complète pour l'émulation Nintendo 64 a été mis à jour. L'unique modification ne semble pas bénéficier directement aux utilisateurs finaux puisqu'elle concerne la compilation:

```
- Just some minor tweaks to the compiler flags
```

- Télécharger Simple64 v2022.11.1
- Site Officiel de Simple64

A7800DS v4.1

Mercredi 02/11/22 à 14:09 par Firebrand

On ne l'arrête plus, voici une nouvelle version de cet émulateur Atari 7800 pour Nintendo DS. Deux changements sont à signaler:

```
- Overhaul Maria cycle stealing - all games now use the proper cycle stealing with much closer to
  accurate timing. This fixes games like One-on-One and Kung Fu Master.
- Other minor cleanups and tweaks as time permitted.
```

- Télécharger A7800DS v4.1
- Site Officiel de A7800DS

SameBoy v0.15.7

Mardi 01/11/22 à 14:09 par Firebrand

Cet excellent émulateur GameBoy/GameBoy Color a été mis à jour. Les améliorations sont les suivantes:

```
New/Improved Features
- Debugger inputs in the Cocoa frontend now work if the emulator is paused rather than in debugger-
  stopped
- The Cocoa debugger was given an improved interface with better contrast, and traditional
  Continue/Step Over/Step In/Step Out buttons
- The debugger now has an interrupt command, in addition to the previously-available ^C key
  sequence
- SameBoy is now properly categorized as a Game app in macOS's Launchpad
- The lcd command now displays the background shifter and fetcher states
- The Cocoa frontend can now perform a "quick reset", which is essentially equivalent to a reset via the
  cartridge reset pin, and retains RAM values, and other otherwise-uninitialized values
- The Cocoa cheats window is now less strict about forcing a user to type $ when typing an address
- The tick debugger command now has an optional keep argument, which prevents resetting the tick
  count
- Joy-Cons are now fully supported in the Cocoa frontend:
*This includes the usual pack of zero-configuration key-mappings, rumble support, player LEDs, and
motion controls
*Additionally, a dedicated Joy-Con arrangement sheet lets you combine and separate Joy-Cons and
switch their orientation from horizontal to vertical

Accuracy Improvements/Fixes
- Fixed a regression that made DMA restart timing inaccurate
- Fixed a regression that caused ROMs that trigger one of the pixel insertion glitches to display
  incorrectly (Release builds) or trigger an assertion (Debug builds)
- Fixed a different regression in a different pixel insertion glitch

Bug Fixes
- Fixed a bug where the debugger finish command did not behave as expected in certain cases
  where the ROM manipulated the stack
- Fixed a bug that caused the Cocoa cheat window to send debugger commands
- Fixed a regression that caused the Cocoa cheat window to crash when attempting to add an invalid
  GameShark or GameGenie code
- Fixed a bug that caused the Cocoa cheat window to crash while typing a cheat address on newer
  versions of macOS

Misc Internal Changes
- SameBoy (and SameBoot) can now be built with RGBDS 0.6.x; support for RGBDS 0.4.x has been
  dropped
- Fixed potential compilation warnings for incoming versions of Clang and GCC
- Added the GB_quick_reset API
```

- Télécharger SameBoy v0.15.7 (Windows)
- Télécharger SameBoy v0.15.7 (MacOS)
- Site Officiel de SameBoy

A7800DS v4.0

Mardi 01/11/22 à 14:05 par Firebrand

Encore une nouvelle version de cet émulateur Atari 7200 pour Nintendo DS qui en connait plusieurs par semaine en ce moment. Voici les améliorations du jour:

```
- Overhaul the audio system to use the MAXMOD streaming library to eliminate sound 'zingers'
- Other minor cleanup and tweaks as time permitted.
```

- Télécharger A7800DS v4.0
- Site Officiel de A7800DS

Command.dat v0.249 (1.10)

Lundi 31/10/22 à 15:47 par Firebrand

Ce fichier permettant d'afficher les coups spéciaux dans les jeux MAME, surtout pour les jeux de combat, a été mis à jour à l'occasion de la sortie de MAME v0.249:

```
- 1.10 0.249 31/10/2022: 1 item removed (primragee).
```

- Télécharger Command.dat v0.249 (1.10)
- Site Officiel de Command.dat

WinUAE v4.9.9 Beta 4 FR

Lundi 31/10/22 à 15:45 par Firebrand

Tradu-France a rapidement publié la traduction en français de la dernière beta de WinUAE.

- Télécharger WinUAE v4.9.9 Beta 4 FR (32-bit)
- Télécharger WinUAE v4.9.9 Beta 4 FR (64-bit)
- Tradu-France

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